Image
315
DIGITAL EDITION
SPAWN
TODD MCFARLANE
CARLO BARBERI

WORLD RECORD BREAKING COMIC!

SPAWN

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SPAWN CREATED BY
TODD McFARLANE

PREVIOUSLY IN *SPAWN*

Previously: Cult of Omega – Overt-Kill has been decimated, left for dead and Spawn has been captured by Omega, who then reveals that he is not the only familiar face on this Island Prison!

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ARROGANT, OMEGA SPAWN HAD LET HIS GUARD DOWN.
SHANK
NOW, HE'LL PAY A SEVERE PRICE FOR THAT MISTAKE!

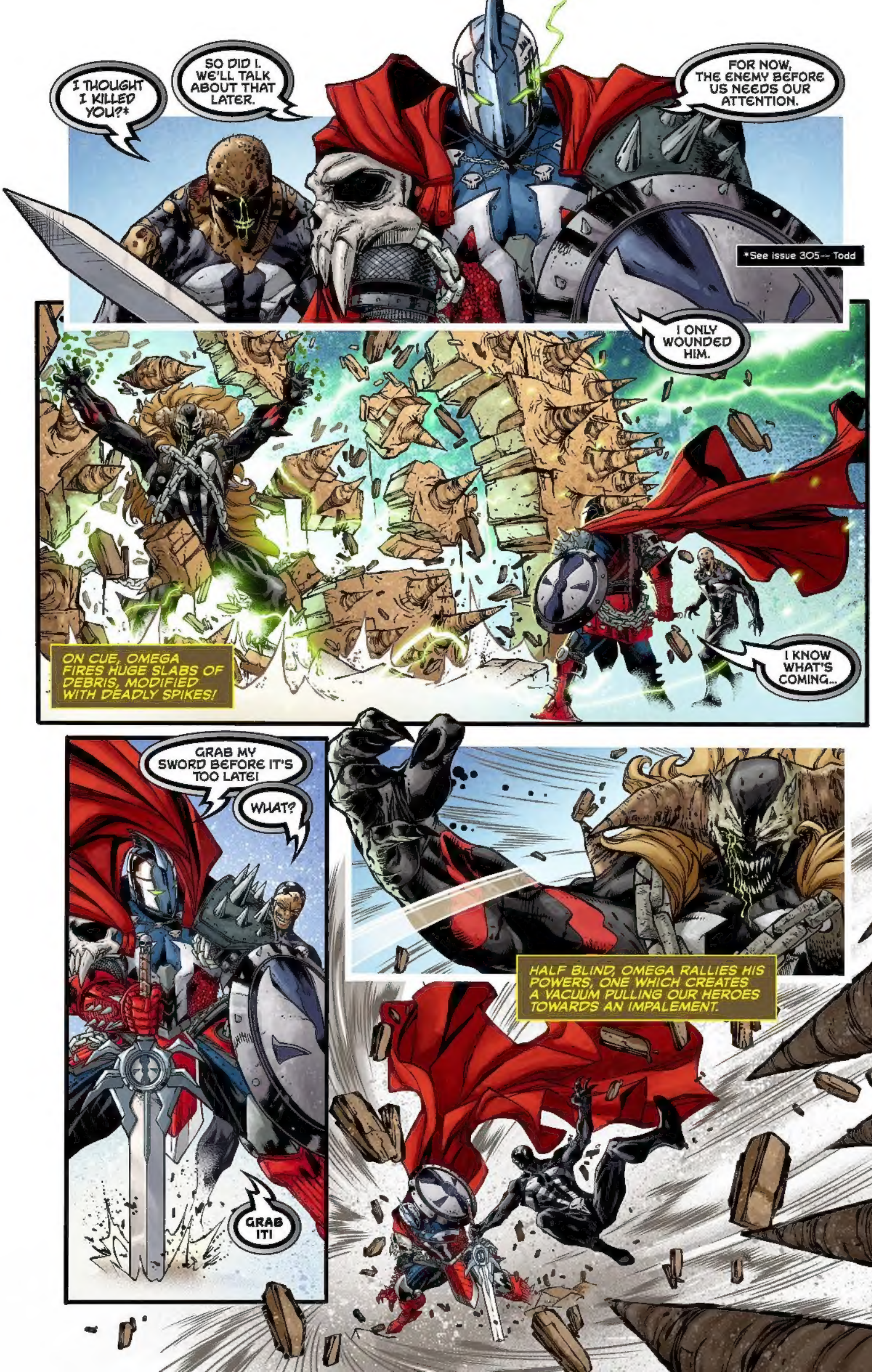
THIS TWENTY-FIVE-FOOT MONSTER HAD COERCED EVERYONE TO SERVE HIM WITH FEAR. NEVER ONCE CONTEMPLATING FOR ANY OUTCOME OTHER THAN THE ONES HE HAD PLANNED.

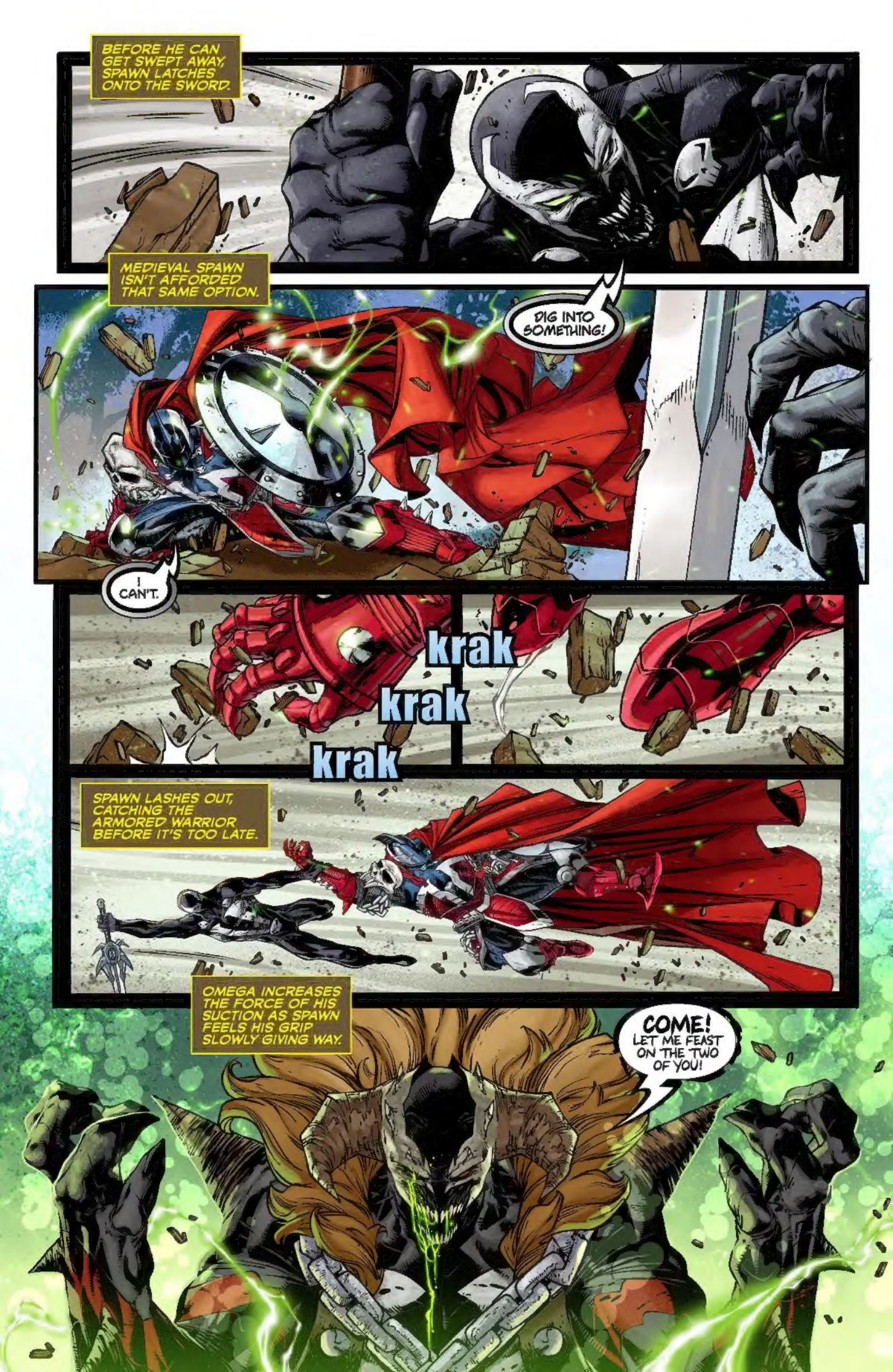
THOOM

OTHER THAN SPAWN, WHO HE HAD IMPRISONED, WHO ELSE WOULD STAND AGAINST HIM? NO ONE!

OR SO HE THOUGHT.

LIKE AN EXPLOSION HAS GONE OFF, THE GROUND SHAKES AS BOTH COMBATANTS HIT THE GROUND SIMULTANEOUSLY.
WHUMP
WHATEVER YOU ARE--YOU'RE DEAD!
THEN DO IT! SLAY ME WHERE I STAND! I'VE GROWN WEARY OF IDLE THREATS!
WITH A MERE THOUGHT, THE SWORD FLIES BACK TO THE HAND OF ITS RIGHTFUL MASTER!
SPAWN, TO YOUR FEET!


I THOUGHT I KILLED YOU?*
SO DID I. WE'LL TALK ABOUT THAT LATER.
FOR NOW, THE ENEMY BEFORE US NEEDS OUR ATTENTION.
*See issue 305-- Todd
I ONLY WOUNDED HIM.
ON CUE, OMEGA FIRES HUGE SLABS OF DEBRIS, MODIFIED WITH DEADLY SPIKES!
I KNOW WHAT'S COMING...
GRAB MY SWORD BEFORE IT'S TOO LATE!
WHAT?
GRAB IT!
HALF BLIND, OMEGA RALLIES HIS POWERS, ONE WHICH CREATES A VACUUM PULLING OUR HEROES TOWARDS AN IMPALEMENT.


BEFORE HE CAN GET SWEPT AWAY, SPAWN LATCHES ONTO THE SWORD.
MEDIEVAL SPAWN ISN'T AFFORDED THAT SAME OPTION.
DIG INTO SOMETHING!
I CAN'T.
krak
krak
krak
SPAWN LASHES OUT, CATCHING THE ARMORED WARRIOR BEFORE IT'S TOO LATE.
OMEGA INCREASES THE FORCE OF HIS SUCTION AS SPAWN FEELS HIS GRIP SLOWLY GIVING WAY.
COME! LET ME FEAST ON THE TWO OF YOU!

HE OPENS HIS MOUTH LIKE A GREAT WHITE SHARK READY TO DEVOUR ITS PREY.
RELEASE ME!
NO!
YOU HAVE TO... IT'S YOUR ONLY CHANCE!
IN BATTLE AND WAR, IF YOU'RE LOSING TO AN ENEMY THAT'S HALF BLIND, THERE'S ONLY ONE MOVE LEFT...

...BLIND HIM
COMPLETELY!
THE SKIES ECHO AS THE HULKING MONSTER ROARS LIKE SOME WILD BEAST! MEDIEVAL SPAWN HAS CREATED HIS DISTRACTION. BUT NOW THEY NEED TO TAKE ADVANTAGE OF IT!

SPAWN!
LET GO!
HE DOES. INSTINCTIVELY, SPAWN KNOWS WHAT HE HAS TO DO NEXT.
HIS LIMBS BEGIN TO MORPH AS HE ROCKETS TOWARDS HIS TARGET.
SHUNK
SHUNK
OUR HERO DIVES AWAY AS GIANT CLAWS ATTEMPT TO CRUSH HIM.

WHUMP
THE PROBLEM IS THEY NOW HAVE A WOUNDED ANIMAL FOR AN ENEMY THAT'S LASHING OUT IN SHEER ANGER!
YOU'VE FAILED! LIKE COGLIOSTRO, YOU DON'T HAVE THE STRENGTH! NONE OF YOU EVER DID!
CRAK
WE NEED TO RETREAT.
NO! THIS HAS JUST BEGUN!
SPAWN HAD PLANNED HIS OWN ESCAPE EVEN BEFORE KNOWING MEDIEVAL SPAWN WOULD ARRIVE

THOUGH IT COST HIM THE LIFE OF OVERTKILL, SPAWN BEGAN TO BOND WITH MONOLITH THE MOMENT THEY WENT UNDER THE OCEAN.
*Last issue ~ Todd
BY THE TIME THEY LANDED ON OMEGA'S ISLAND, THE TWO OF THEM ALREADY HAD HATCHED THEIR MISSION. ONE LAST WHISPER, ONE FINAL INSTRUCTION, IS ALL THEY NEEDED TO SET THEIR PLAN IN MOTION.
AND MONOLITH HAD PLAYED HIS PART TO PERFECTION.

LIKE SO MANY OTHERS PULLED INTO A TIME RIFT, MONOLITH WAS JUST TRYING TO UNDERSTAND WHAT WAS HAPPENING. BUT OMEGA WAS HUNTING HIM, THINKING HE COULD EASILY MAKE THE DISORIENTED MONOLITH INTO HIS OWN SERVANT.
BUT LIKE ANY SLAVE, YOU DO WHAT YOU NEED TO SURVIVE. YOU BIDE TIME UNTIL A CLEAR PATH PRESENTS ITSELF AND THEN YOU CLAIM WHAT'S RIGHTFULLY YOURS.
CRASHH
YOU CLAIM YOUR FREEDOM! AND REJOICE YOU'RE NOT ALONE IN YOUR QUEST.
HE'S GROWING!
WE NEED HIM CRIPPLED! YOU'VE GOT FIFTEEN SECONDS TO FIGURE OUT HOW TO DO THAT!

MEDIEVAL SPAWN HAS FOUGHT A HUNDRED WARS.
FOUGHT A THOUSAND ENEMIES.
AND WITH THE PRESSURE OF TIME AGAINST HIM HE CONFIDENTLY UNDERSTANDS THAT ALTHOUGH HE HAD FIFTEEN SECONDS
HE ONLY NEEDED NINE OF THEM.

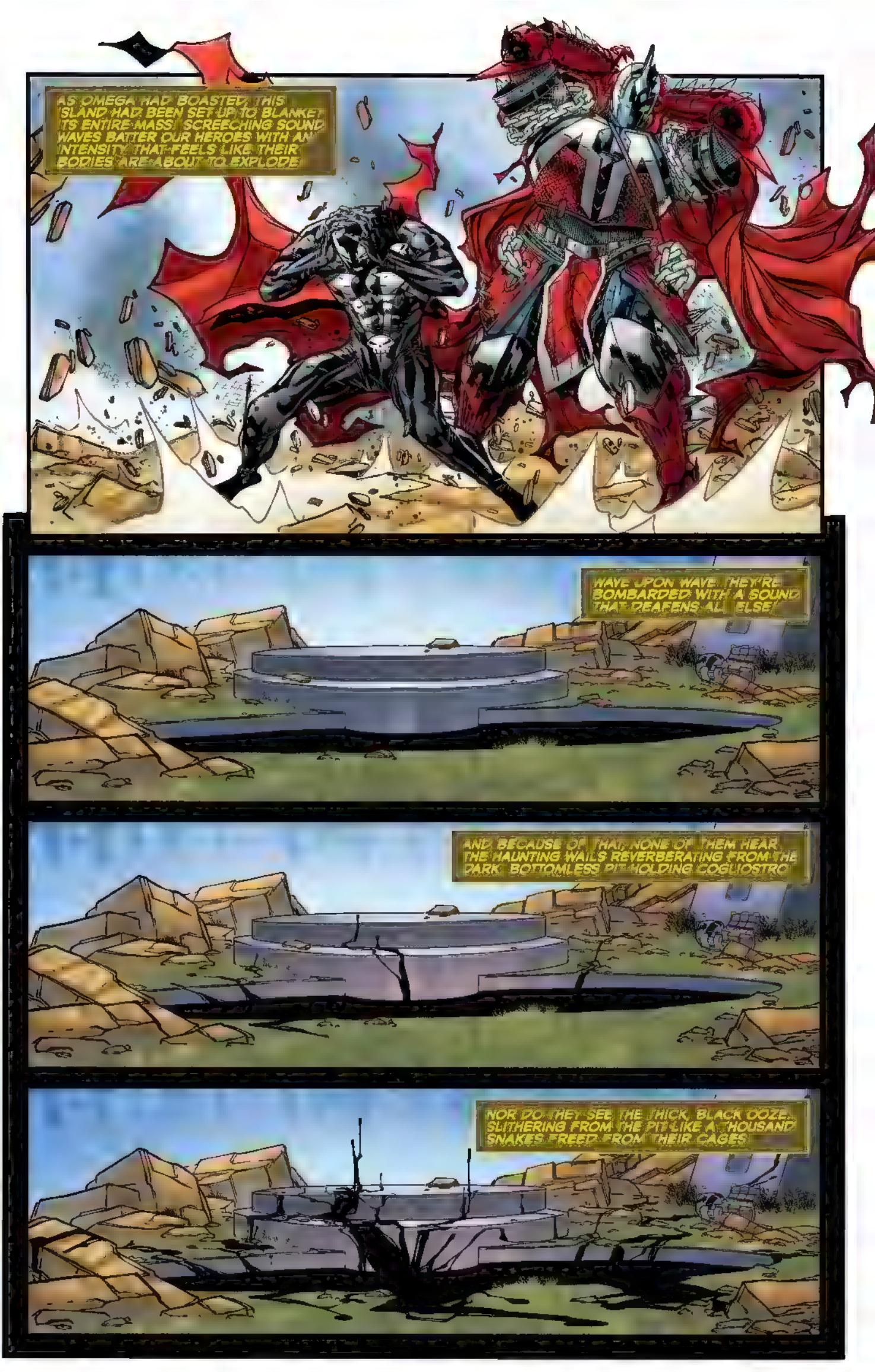
SLICE
A TORRENT OF NECROPLASM, HARVESTED FROM THE SOULS OF A MILLION VICTIMS, SHOOTS WILD STREAMS FROM THE AMPUTATED ARM
SCORCHING EVERYTHING IN ITS PATH!
WE NEED TO LEAVE!
NOT WITHOUT MEDIEVAL SPAWN!
THEN ONE FIRE FLASH STRIKES MONOLITH FULL FORCE, INSTANTLY BEGINNING TO BURN HIM LIKE A SHOWER OF ACID

WITH THE FORCE OF A CAR COLLISION, SPAWN SMASHES INTO THE ORANGE BARBARIAN TOPPLING HIM OUT OF THE FLESH-EATING RAYS
UNFORTUNATELY, IT APPEARS IT CAME TOO LATE
SPAWN CATCHES HIS BREATH THEN TURNS HIS FULL FURY TOWARDS THE OMEGA. WITHOUT BREAKING STRIDE HE SCOOPS UP A PIECE OF POD WHICH, EARLIER, HAD PAINFULLY BEEN HOLDING HIM CAPTIVE

WEAVING AND CUTTING THROUGH THE MAELSTROM SPAWN GETS A FIX ON HIS OTHER COMPANION
I NEED TO STOP HIS BLEEDING OR WE'LL NEVER GET OUT OF HERE!
GRAB HIS CHAINS... AND F**CKIN' BRING HIM DOWN!
AGAIN, MEDIEVAL SPAWN DOESN'T HESITATE AS HE AGAIN SUMMONS EVERYTHING FROM HIS BODY, THEN YANKS AS HARD AS HE CAN!

WITH THE BEHEMOTH FELLED AGAIN, SPAWN RACES TO THE TALLEST PILE OF ROCK AND DEBRIS HE CAN FIND, THEN CATAPULTS HIMSELF EVEN HIGHER!
ALL THE WHILE MERGING HIS OWN LIMITED NECRO-POWERS WITH THOSE OF THE SONIC POD.
HE UNLEASHES THAT COMBO OF ENERGY TOWARDS THE BLEEDING STUMP OF AN ARM..
BURNING FLESH, TENDONS AND MUSCLES TO SEAL IT SHUT!
WHAT'S OUR MOVE? HE'S NOT GOING TO STAY DOWN.
I KNOW. AND MONOLITH DIDN'T MAKE IT, SO WE'RE ON OUR OWN.

THE QUESTION IS HOW DO THEY STOP AN UNSTOPPABLE FORCE?
THIS OMEGA SPAWN, HE'S BEEN CUT AND SLICED FROM MULTIPLE FALLS ONTO THE SHARP BROKEN SHARDS OF ROCKS AND BOULDERS. HE NOW HAS ONE ARM, ONE EYE, A GAPPING CHEST WOUND AND STILL HE WILL NOT RELENT!
I THOUGHT YOU COULD BE USEFUL. THAT YOU COULD HELP ME BREAK COGLIOSTRO-- BUT YOU'RE JUST LIKE HIM! YOU ALL ARE! THIS PLANET HAS ALWAYS SHOWN ITS WEAKNESS!
WITH THAT, HE RAISES HIS ONE GOOD ARM, TRIGGERING A TRAP!


AS OMEGA HAD BOASTED, THIS ISLAND HAD BEEN SET UP TO BLANKET ITS ENTIRE MASS! SCREECHING SOUND WAVES BATTER OUR HEROES WITH AN INTENSITY THAT FEELS LIKE THEIR BODIES ARE ABOUT TO EXPLODE
WAVE UPON WAVE. THEY'RE BOMBARDED WITH A SOUND THAT DEAFENS ALL ELSE!
AND BECAUSE OF THAT, NONE OF THEM HEAR THE HAUNTING WAILS REVERBERATING FROM THE DARK, BOTTOMLESS PIT HOLDING COGLIOSTRO
NOR DO THEY SEE THE THICK, BLACK OOZE SLITHERING FROM THE PIT LIKE A THOUSAND SNAKES FREED FROM THEIR CAGES

THE WAILING REACHES A HORRIFIC CRESCENDO AND THEN THE SCREAMS GO DEADLY SILENT, AS THE CAUSE OF THOSE FERAL SOUNDS CRAWLS FROM THE BLACKNESS OF THE DANK COLD PIT AND INTO THE HIDEOUS EXPOSURE OF SUNLIGHT
IT BREATHES WITH A COARSE SCRATCHING TIMBRE
IT LOOKS PARTIALLY HUMAN, BUT IT IS ABOUT TO SHOW THE WORLD ITS ONLY NATURE IS THAT OF
REVENGE!

7:6:9:1

SPAWNING GROUND

PRESENTS:

THE BREAKDOWN

INTERVIEW WITH BRIAN HABERLIN

Brian, in your career working in comics you have worn many hats. From Co-Creator of Witchblade and Aria to Artist, Inker, Colorist & Editor to name just a few. What keeps you so motivated?

I truly enjoy creating and developing new ways to create. But on a very basic level I like to tell stories and I like to do art so for a lover of words and pictures it's comics.

For this issue, I'd like to focus on your coloring. What makes a good colorist?

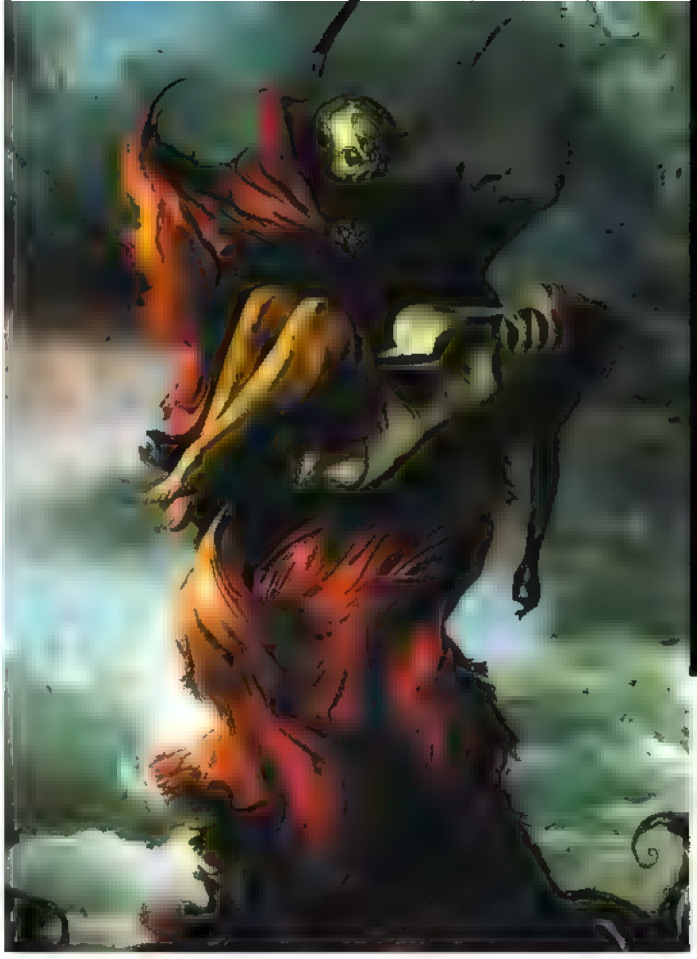
When I started as a colorist, computer colorists and color guides were separate items. Usually someone with painter level skills would do little color mock ups of the page over zeroxed line art in marker, color pencil, watercolor…whatever was their medium of choice.

Issue 77 cover colors by **BRIAN HABERLIN**

Those would then be handed to the computer colorist (known by the archaic term then as color separator back then) to translate in Photoshop. I kinda changed everything when I came in…I was already a painter/illustrator so I really didn't need guides and I hired other painters that I taught how to use the computer.

But to get to the question: What makes a good colorist? Someone who is a good artist and the best are ones that could do the whole page all by themselves (pencil, ink, color) if they had to. We don't see a lot of people who do it all themselves as we have pretty tight deadlines in comics and that's why it's more of an assembly line process.

Issue 77 cover by GREG CAPULLO & TODD McFARLANE



Issue 181 cover colors by **BRIAN HABERLIN**

"It is important to have a knowledge of how color theory works."

"With that knowledge you can really set the tone for a book with each scene in a book having a "mother color"."

Can you take us through the process a bit?

Well, when working with a Todd/Greg combo it's all pretty easy as the light sources are all there in the line art…it's more about emphasizing what works and what doesn't. If you look at the variants I did on that cover (Spawn 313) it was what I like to call the "ophthalmology school of coloring", meaning you do the color changes and say to yourself, "better one…or better two", like going to the eye doctor.

Beyond that it is about expressing emotion and focusing the eye. That's done with shading and color. It is important to have a knowledge of how color theory works. I didn't have that when I first started…I could render the hell out of things but didn't understand how color works…I'll give Mr. Joe Chiodo props for showing me that. With that knowledge you can really set the tone for a book with each scene in a book having a "mother color"…if you look at great feature film cinematographers you'll see that. The color itself will let you know it's a new scene, and the emotions behind it.

"The color itself will let you know it's a new scene, and the emotions behind it."

But for the brass tacks: Todd sends me a scan or digital file of the art. I usually will do a bit of clean up. Then throw it into Photoshop…maybe a bit of Clip Studio and color away! Then send back a CMYK (for printing) file.

Is there any particular Spawn work that you did that stands out as a favorite?

Well mine of course!😉 Faves would be over any Todd or Greg stuff (always fun to look back on that stuff…have to give Dan Kemp props as he was my strong right arm during most of my coloring of Spawn interiors), then Phillip's stuff. Thought what we did with Godslayer was fun with Jay Anacleto.

PREPARE, DEMON, TO EAT YOUR HEART!
ADRENALINE IS TRIGGERED
RELEASING ONCE AGAIN THE TRUE SPIRIT OF THE WARRIOR
BRACED AGAINST PETRIFIED DEBRIS, HE STANDS READY FOR ATTACK

Issue 50 interior colors by **BRIAN HABERLIN**

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